

Sith Slayer: Tracked military droid, Soldier 4/Thug 8; Init +0; Defense 15 (-4 size, +9 armor), Spd 6 m (armor), VP/VP 42/20, Atk +9/+9/+4/+4/-1 melee (2d8+3, 2 Sith spinning blades), +5/+5/+5/+0/+0/-5 ranged (6d8, crit 19-20, blaster cannon)* or +3/+3/+3/+3/-2/-2/-7 ranged (6d8, crit 19-20, blaster cannon)*; SQ DR 10, trample; SV Fort +15, Ref +3, Will +4; SZ G; Rep 10; Str 16, Dex 11, Con 20, Int 12, Wis 13, Cha 9. Challenge Code G.

Equipment: Two shoulder-mounted blaster cannons, two arm-mounted Sith spinning blades, alchemically-treated Sith armor plating (armor check penalty -7), vocabulator, locked access.

Skills: Intimidate +11, Listen +7, Read/Write Basic, Search +7, Speak Basic, Spot +7.

Unspent Skill Points: 0

Feats: Armor Proficiency (light, medium, heavy), Exotic Weapon Proficiency (Sith spinning blades), Heroic Surge, Improved Two-Weapon Fighting, Power Attack, Two-Weapon Fighting, Weapon Focus (heavy repeating blaster), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Cost: Not available for sale.

**Attack bonuses include multi-fire and autofire; treat blaster cannons as E-Web blasters.*

Creatures

CORRUPTED SNAKE

There's virtually no limit to the corruptive powers of the dark side. Places inhabited by dark side spirits, especially powerful ones, often become twisted by the dark energies that swirl around them. Over the years, almost every living thing becomes a grotesque mockery of its original form.

The corrupted snake is one example of such a creature. It is unknown whether this creature was always 10 meters long or if that's a result of prolonged exposure to dark side energy. Due to its size, the corrupted snake finds Medium-sized and smaller beings the perfect prey. Larger opponents may be enough to scare away a corrupted snake.

The corrupted snake's primary attack is its bite. Its fangs contain a naturally occurring variant of Sith poison that requires a DC 20 Will save. On a failed save the character suffers 1d6 points of Constitution damage. Like all Sith poisons, this one feeds the character's anger, drawing him closer to the dark side. Unless the initial save was successful, each time the character uses a Force Point, he must make another Will save. If that save fails, he automatically calls upon the dark side of the Force, earning a Dark Side Point. Unlike manufactured Sith poison, only one successful Will save is required to purge the poison from the character's system.

On a successful bite attack, the corrupted snake can use Improved Grab to attempt to start a grapple as a free action if the target is smaller than Huge. The corrupted snake does not lose its Dexterity bonus to Defense and may continue to bite normally when using this ability. If it chooses to deal damage to a held character as the result of a successful grapple check, the victim takes 3d6+11 damage.

Milking the venom of a corrupted snake is a dangerous proposition. To do so requires that the creature be subdued and milking sacks placed on the fangs. A Handle Animal check (DC 12) is required to extract the venom. For every 5 points the check exceeds the DC one dose of venom is extracted.

Corrupted Snake: Mutated predator 4; Init +5 (Dex, Improved Initiative), Defense 17 (-2 size, +1 Dex, +8 natural); Spd 8 m; VP/VP 45/44; Atk +15 (2d8+11/poison, bite), or +5 ranged; SQ Constrict, poisonous, improved grab; SV Fort +10, Ref +7, Will +2; SZ H; Rep 3; Str 32, Dex 12, Con 22, Int 5, Wis 12, Cha 11. Challenge Code E.

Skills: Hide +7, Listen +11, Move Silently +11.

Feats: Improved Initiative, Lightning Reflexes.

SITH WARBIRD

During the Sith Empire, domesticated creatures were commonly pressed into military service as mounts for heavy artillery. Like the Sith war behemoth, the

warbird was used in this way. In exchange for raw power, the warbird has increased speed and maneuverability. This flightless bird stands 6 meters tall and is approximately 10 meters long.

The statistics below are for the warbird as it is found in nature. When a Sith battle harness is added, the warbird gains a +6 armor bonus, DR 5, and +2 Reputation. The harness also contains a cockpit that provides the rider with three-quarters cover, reigns providing a +2 equipment bonus to Ride skill checks, and a blaster cannon (treat blaster cannon as an E-Web blaster). Mounted on the warbird, the blaster cannon is considered on a stable platform, conferring a reduced multi-fire penalty of -2 and autofire penalty of -4. The fusion generator onboard provides unlimited ammunition for the blaster cannon. The challenge code of a battle-ready Sith warbird complete with rider is increased to C.

Whether the warbird is wearing a battle harness or not, it has the ability to trample any opponent it threatens. As a full-round action, the warbird can run over an opponent at least one size category smaller than Huge. No attack roll is necessary. When the warbird begins its action adjacent to an enemy it may move over the enemy as if it weren't there. This attack deals 1d8+7 damage. A successful Reflex save (DC 20) reduces the damage by one-half.

Sith Warbird: Herd animal 3; Init +1 (Dex); Defense 15 (-2 size, +1 Dex, +6 natural); Spd 10 m; VP/VP 28/22; Atk +7 melee (2d6+7, gore), or +1 ranged; SQ Trample, +2 species bonus to Survival checks on plains; SV Fort +9, Ref +2, Will +1; SZ H; Rep 4; Str 25, Dex 13, Con 22, Int 3, Wis 10, Cha 2. Challenge Code A.

Skills: Climb +9, Survival +6.

Feats: Power Attack, Run.

SITH FAMILIAR

One of the many lesser-known applications of Sith alchemy is the manufacture of a familiar. Making a familiar is expensive and time consuming, and the result is very fragile. Still, some Sith Lords have deemed it worthwhile an endeavor.